

## Doomsday Engine - Bug #829

### Weapons Automatically Picked Up at Start of Map

2009-12-02 20:34 - sonicdoommario

<b>Status:</b> Closed	<b>Start date:</b> 2009-12-02
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> If a player is standing right on top of an item at the start of a level, the player does not pick up the item until he moves. However, in the 1.9.0 betas, the items are automatically picked up when the map starts. Two examples of this are the Backpack in Doom II Map30 and the Shotgun/Backpack in Alien Vendetta Map07. The behavior was fine in Doomsday 1.8.6.	
<b>Labels:</b> Gameplay	

#### History

#1 - 2009-11-26 21:57 - danij

This is not a bug. It is a deliberate change to the original behavior. When a mapper places objects directly on top of the player start position their intention is that the player is given them to begin with but due to flawed logic in the original games, they won't be picked up until the player moves.